

Creating the Birthday Electronic Greeting in Flash MX®

Introduction

While completing this project, you will gain a better understanding of Flash® as you recreate the birthday electronic greeting.

You will gain additional experience with action scripting. Action scripting permits user interactivity with your Flash® movie. It also permits you, the movie maker, to have control over given aspects of the movie.

Importing the Images for the Movie

1. Create a folder for this project.
2. Open the rocketgreeting.zip file (available within the online lesson) and Extract the images to the folder you created for this project.

Creating the Greeting

Yellow Star Movie Clip

Begin by creating a movie clip of a blinking star. Then you can add the blinking star movie clip to the stage, and it will play (appear as an animated star) throughout the short electronic greeting. Here are the steps:

1. Create a new symbol within the Library: *Movie Clip*. Name the Movie clip: ***Yellow Star Movie Clip***.
2. When you press [Enter], the Star Movie Clip window will open where you can create the clip.
3. Drag an instance of **Star 017.wmf** graphic to the stage of the movie clip.
4. Insert a Keyframe at Frame 13 of the clip.
5. Insert a Keyframe at Frame 25 of the clip.
6. Replace the image in Frame 13 with the image called: **Star 016.wmf**
7. At Frame 25, right click on the image and select: *Scale*. Reshape the star so that it is longer and narrower.
8. Do not tween the frames within this movie clip.

White/Gray Star Movie Clip

The next step is to create a movie clip by the name of: ***White Star Movie Clip***.

1. Within this movie clip, drag an instance of the graphic: **Star 010.wmf** to the stage
2. Insert a keyframe at Frame 15 of the clip.
3. Within Frame 15, remove the Star 010.wmf graphic and replace it with: **Star 011.wmf**
4. Do not tween the frames within this movie clip.

The Moons

Return to Scene 1 of the movie to continue with the following steps:

1. Change the Document to black by selecting the following from the Menu bar: **Modify, Document**. Then select black for the background color.
2. Rename Layer 1 of the movie to: *Smiling Moon*
3. Drag an instance of the ***Moon - Smiling.wmf*** image to the stage in Frame 1 of the *Smiling Moon* layer.
4. Then transform the moon so that it is facing the right side of the stage by single clicking on the image, then selecting from the menu bar: *Modify, Transform, Flip Horizontal*.
5. Within the *Smiling Moon* layer, insert a keyframe at Frame 33 and again at Frame 38. Tween Frames 33 - 38.
6. This is where you are fading out the smiling moon and replacing it with the sleeping moon. Therefore, single click on Frame 38, which should also select the image of the smiling moon within Frame 38. Then within the Properties window (if it isn't visible beneath the stage, click: *Window, Properties*), select: **Alpha** from the *Color* pull-down menu and change the value of the alpha to **0%**. This makes the image disappear at Frame 38. ** The *Color* pull-down menu will not be available until the frames are tweened.
7. Add another layer to the movie by the name of: *Sleeping Moon*
8. Within the *Sleeping Moon* layer, insert a keyframe at Frames 33 and 38. Within this layer, the *Sleeping Moon* image needs to fade in. Therefore, you will click on keyframe in Frame 33 in the *Sleeping Moon* layer to select the Sleeping Moon image within that Frame. Then within the Properties window, select: **Alpha** from the *Color* pull-down menu and change the value of the alpha to **0%**.
9. Insert a Blank KeyFrame within Frame 76 of the *Sleeping Moon* layer - to make the sleeping moon image stay up for the duration of the movie.

Adding the Stars to Scene 1

Now you will add the stars to Scene 1 of the movie. The stars are movie clips, so don't forget that when you test the movie, they will blink; appear to be in motion.

1. Add a new layer to the movie by the name of: *3 pt Star*
2. Insert a BlankKeyFrame at Frame 76, to make the movie last for 76 frames.
3. Then within Frame 1, add several instances of the movie clip: *Yellow Star Movie Clip*. Right click on some of them and select *Rotate and Skew* and rotate them slightly.
4. Add another new layer to the movie by the name of: *8 pt Star*
5. Insert a BlankKeyFrame at Frame 76, to make the movie last for 76 frames.
6. Then within Frame 1 of the *8 pt Star* layer, add 3 or 4 instances of the *White Star Movie Clip*.

Adding the Shooting Stars

Now you will add the shooting stars to the movie. This is actually the same image, added twice to the movie and one of them is flipped horizontally.

1. Add a new layer to the movie by the name of *Shooting Star 1*.
2. Add an instance of the *Star - Falling 1.wmf* to Frame 1 of the *Shooting Star 1* layer. Place the shooting star in the upper right hand corner of the Stage, with only the star itself on the black part of the stage.
3. Insert a keyframe at Frame 32 of the *Shooting Star 1* layer.
4. If necessary, insert a BlankKeyFrame at Frame 76 (the layer may have already extended the full length for you).
5. Tween Frames 1-32 of the *Shooting Star 1* layer.
6. Single click on Frame 32 of the *Shooting Star 1* layer to select the image in Frame 32. Move the *Star - Falling 1.wmf* image to the bottom left-hand corner of the stage. Leave only a little of the star showing and leave all of the *shooting* part of the image visible.
7. Add another layer to the movie by the name of: *Shooting Star 2*. ****Note: make sure this layer is listed underneath the layer with the stars in the sky, so when the star shoots across the sky the stars are still visible.**
8. Insert a keyframe at Frames 33 *Shooting Star 2* layer.
9. Within the keyframe at Frame 33, add an instance of the *Star - Falling 1.wmf* image to the Stage. And flip it horizontally. Do this by single clicking on the image and selecting: *Modify, Transform, Flip Horizontal*.
10. Insert a keyframe at Frame 60 of the *Shooting Star 2* layer.
11. Tween Frames 33 - 60.
12. Move the shooting star image in Frame 60 to the lower right-hand corner of the Stage. Leave half of the star on the stage (in the black area of the document).

Adding the Rocket Boy

1. Insert a new layer within the movie by the name of: *Rocket Boy*
2. Insert a keyframe at Frame 39 of the *Rocket Boy* layer. Within the keyframe at Frame 39, add an instance of the image *Rocket with Passenger 1.wmf* to the stage. Position the image at the bottom left-hand corner of the Stage and so that the tail end of the image is off of the Stage.
3. Insert a keyframe at Frame 52 of the *Rocket Boy* layer.
4. Tween frames 39 - 52
5. At Frame 52, move the rocket image across the Stage toward the upper-right hand corner of the Stage, moving the image completely off of the Stage at Frame 52.
6. Add another layer to the movie by the name of: *Rocket Returns*
7. Insert a keyframe at Frame 53 of the *Rocket Returns* layer.
8. In the upper-right hand corner of the *Rocket Returns* layer, place an instance of the *Rocket with Passenger 1.wmf* image and flip it horizontally. Do this by clicking on the image and selecting from the menu bar: *Modify, Transform, Flip Horizontal*. Position the image so that it is 2/3 of the way on the stage (within the black area of the Stage).
9. Insert a keyframe at Frames 60 and 75 of the *Rocket Returns* layer.
10. Tween Frames 53-60, and move the *Rocket with Passenger 1.wmf* image at Frame 60 to the lower middle of the stage.

11. Frames 60-75 of the *Rocket Returns* layer should *not* be tweened.

Adding the Happy Birthday Wish

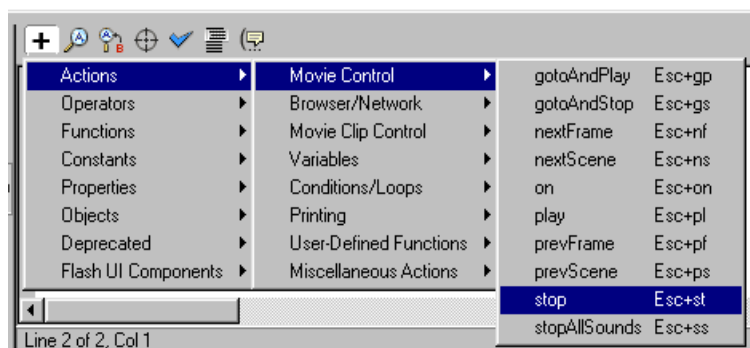
1. Insert a new layer within the movie and name it: *Happy Birthday*
2. Insert a keyframe at Frame 67 of the *Happy Birthday* layer.
3. Add a new symbol to the Library: Graphic. And type within the new symbol the message: *Happy Birthday*. Within the example movie the following was used:
 - a. Font Style: *Ravie*
 - b. Font Size: 40
 - c. Font Color: #3FA4A9
4. Add the message within the keyframe at Frame 67 within the *Happy Birthday* layer.
5. Insert a new layer within the movie and name it: *Fantastic Boy*
6. Insert a keyframe at Frame 70 of the *Fantastic Boy* layer.
7. Add a new symbol to the Library: Graphic. And type within the new symbol the message: *To a Fantastic boy!*. Of course, you can make it to a *girl* or to a *child* or to a *4 year old*, whichever your heart desires.
8. Add the message to the keyframe at Frame 70 within the *Fantastic Boy* layer.

Adding two Action Scripts and a Button to the Movie

You will add two action scripts to the movie - one that stops the movie after it plays and a replay button for site guests to click on to replay the movie.

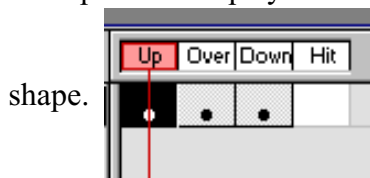
**** Important:** Action scripting can be added to either a keyframe or to a button within the movie itself.

1. The first step is to add the ***stop()*** action in the movie, which will stop the movie from playing to allow space for the replay button. Here is how to add the ***stop()*** action:
 - a. Remember that actions (action scripting) can be added to either a keyframe or to a button within the movie itself. You will add the Action to the last keyframe in the *Rocket returns* layer. In reality, it doesn't matter which layer you add the action script within, just as long as it is in the last keyframe of the layer.
 - b. Right click on the last keyframe in the *Rocket returns* layer and select ***Actions***.
 - c. The Action Scripting window will open. Select the **+**, **Actions, Movie Control, Stop**. Here is an image of what you will click on:



Note: If you are using MX 2004 Version®, you will need to click: +, **Global Functions, Timeline Control, Stop**)

2. To test the Action you just added:
 - a. Resave the file you just modified
 - b. Press [Ctrl] [Enter] to see that the movie now stops after it plays once.
3. Now you will create the *Play Again* button to add to the movie:
 - a. Open the Library and press the + (new symbol) icon in the bottom left corner of the Library window.
 - b. Select button and name the button something like Play Again
 - c. When you press [Enter] or click [OK], a new window will open, this time to edit the *Play Again* object.
 - d. Use the Oval or Rectangle tool to draw a new shape in the window.
 - e. On top of the shape you've drawn, use the Text tool to type Play Again on the

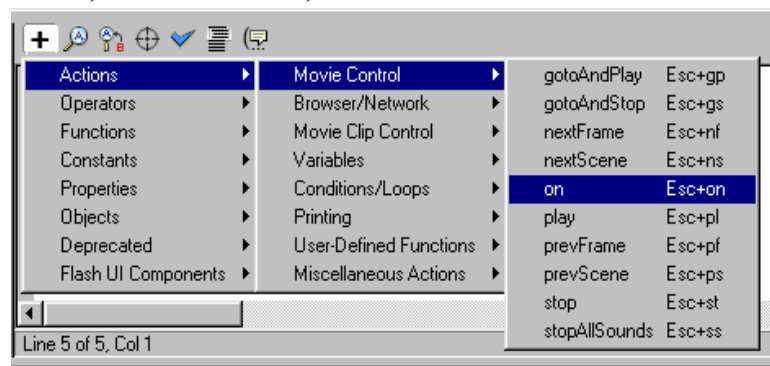


shape. The text you type will be placed in the keyframe

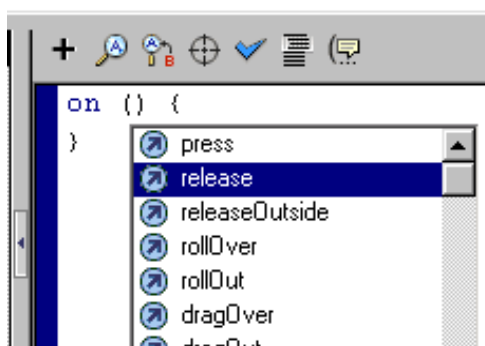
- f. Right click on the Frame beneath the word **Over** and insert a keyframe. Retype Play Again, this time in a different color.
 - g. Right click on the Frame beneath the word **Down** and insert a keyframe. Retype Play Again, this time in a different color, or you can leave it the same color as in the **Over** frame.
4. Now you will add the *Play Again* button to the movie:
 - a. Insert another Layer into the movie, this time naming it Play Again
 - b. Insert a keyframe to the last frame of the *Play Again* layer.
 - c. Single click on the keyframe you just added to the *Play Again* layer, and drag a copy of the button to the stage.
5. Remember that actions (action scripting) can be added to either a keyframe or to a button within the movie itself. Now you will add an action to the button you just created:
 - a. Click on the Play Again button now sitting on the stage and press [F9].
 - b. **Instructions for all versions included. For MX 2004 Version, jump to letter C.

In MX or earlier versions, here are your instructions:

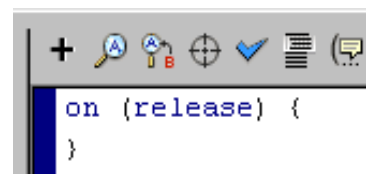
1. Select **Actions, Movie Control, on**



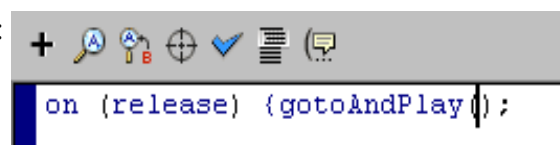
2. Then Select **Release**. The screen option will look like:



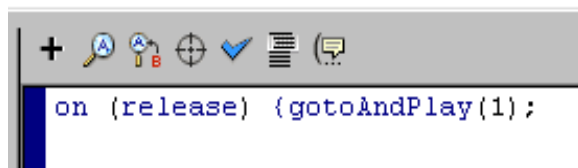
3. When you select **release**, the script will look like:



4. Then within the last set of brackets, click and select **+, Actions, Movie Control, GotoandPlay**
5. The script will look like:



6. Then between the parenthesis, enter a **1**, which will tell the script to send the user back to Frame 1 when the button is clicked. The final script will look like:



- c. To get the same result in MX 2004 Version:
 1. **+, Global Functions, Movie Clip Control, On** (then select **release**)
 2. Next, click within the 2nd set of brackets and select **+, Global Functions, Timeline Control, gotoAndPlay**
 3. Within the parenthesis, enter a **1**
- d. Resave the file and press [Ctrl] [Enter] to watch and test your movie. It should play as the one in the online lesson displays.

Publishing and Protecting the File

You will now publish the file and add a security measure to the movie - a password to prohibit importing the Flash® movie back into Flash® for further editing.

6. Now you will officially Publish the file, adding a password to the file, to stop someone from importing your file for further editing:
 - a. Click **File, Publish Settings**.
 - b. Beneath the [Formats] tab, select: **Flash (.swf)** and **HTML (.html)**
 - c. Beneath the [Flash] tab, check the ***Protect from Import*** check box and enter a password into the input box that becomes available.
 - d. Click [Publish]
 - e. Note: The movie will publish where the .fla file is stored. A final .swf file and an .html file will be created. When you put a Flash® movie online, you publish the .swf file, using the code that is provided in the .html file to embed the file.